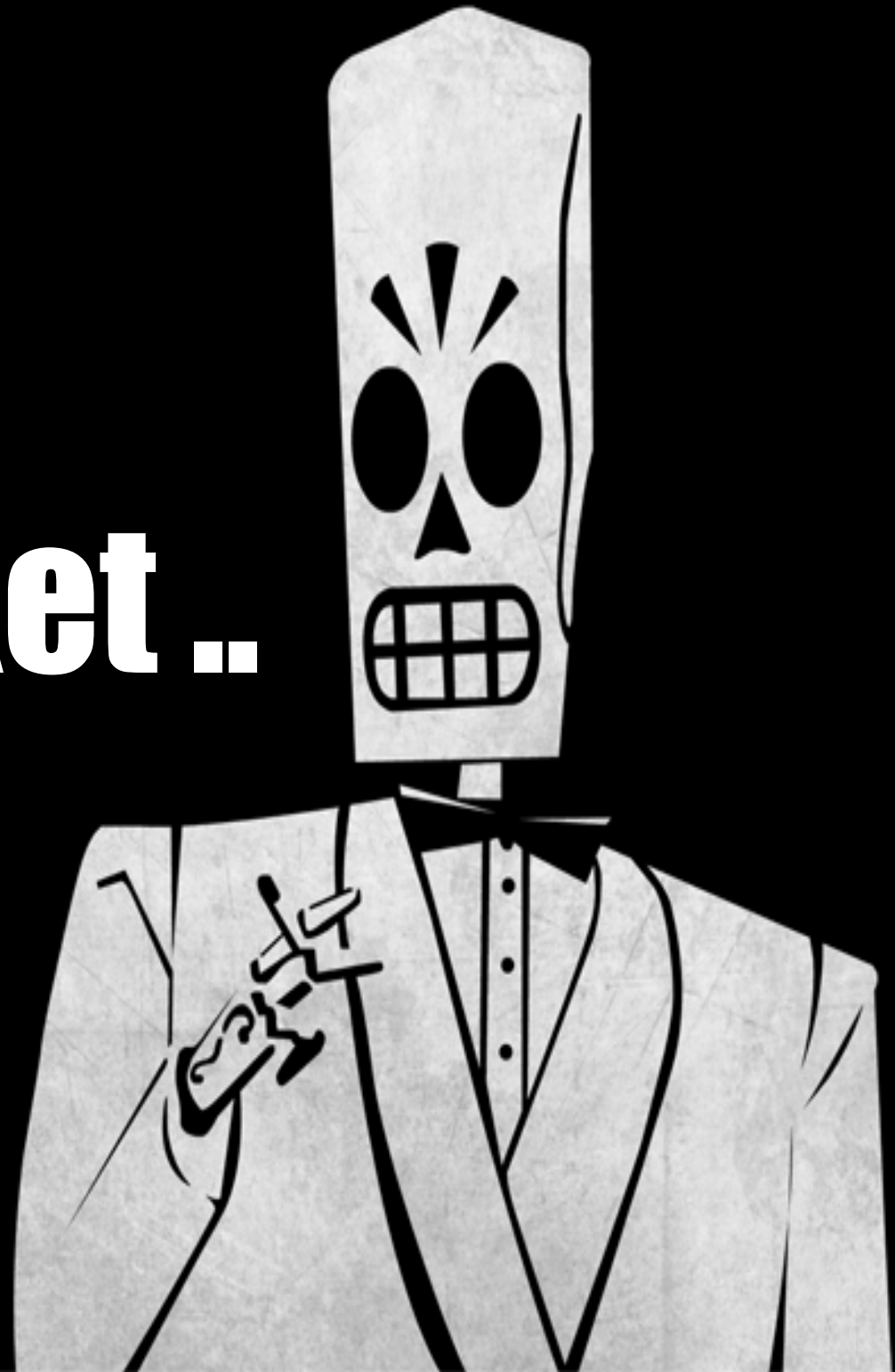


**Die socket ..  
Die !**





# eamless

**Let a thousand systems.. bloom !**

**a short story in 4 parts**

# PART ONE

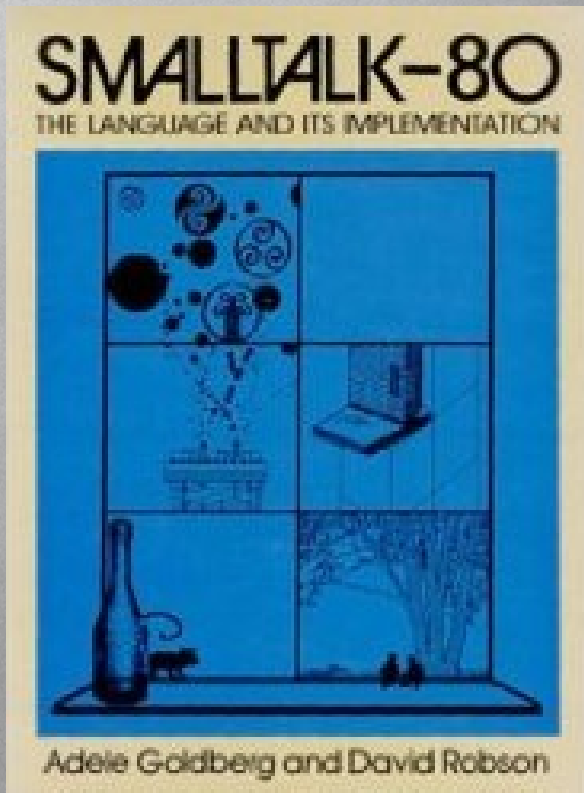
DEATH

TO

SOCKETS



**FOR THE  
OF**



**STOP USING SOCKETS**



get: limit data into: dataStream

"Reel in data until the server closes the connection or the limit is reached.  
At the same time, watch for errors on otherSocket"

```
| buf bytesRead currentlyRead |
```

```
currentlyRead := 0.
```

```
buf := String new: 4000.
```

```
[currentlyRead < limit and:
```

```
[self dataSocket isConnected or: [self dataSocket dataAvailable]]
```

```
whileTrue: [
```

```
self checkForPendingErrors.
```

```
bytesRead := self dataSocket read: (buf outputIndex - buf
```

```
1 to: (bytesRead min: (limit - currentlyRead)) into: dataStream nextPut: (buf at: ii)].
```

```
currentlyRead := currentlyRead + bytesRead].
```

```
dataStream reset. "position: 0."
```

```
^ dataStream
```

DO

NOT!

# transcript

```
"self transcript"
```

```
(1 to: 100) do: [i |
```

```
    (Transcript from: '127.0.0.1:8081') show: i; cr.
```

```
].
```

**NO SILLY EXAMPLES**

**YOU CAN  
EVEN PLAY  
PING-PONG**



**PART TWO**

**PROGRAM**

**LOCALLY**

**DEPLOY**

**GLOBALLY**



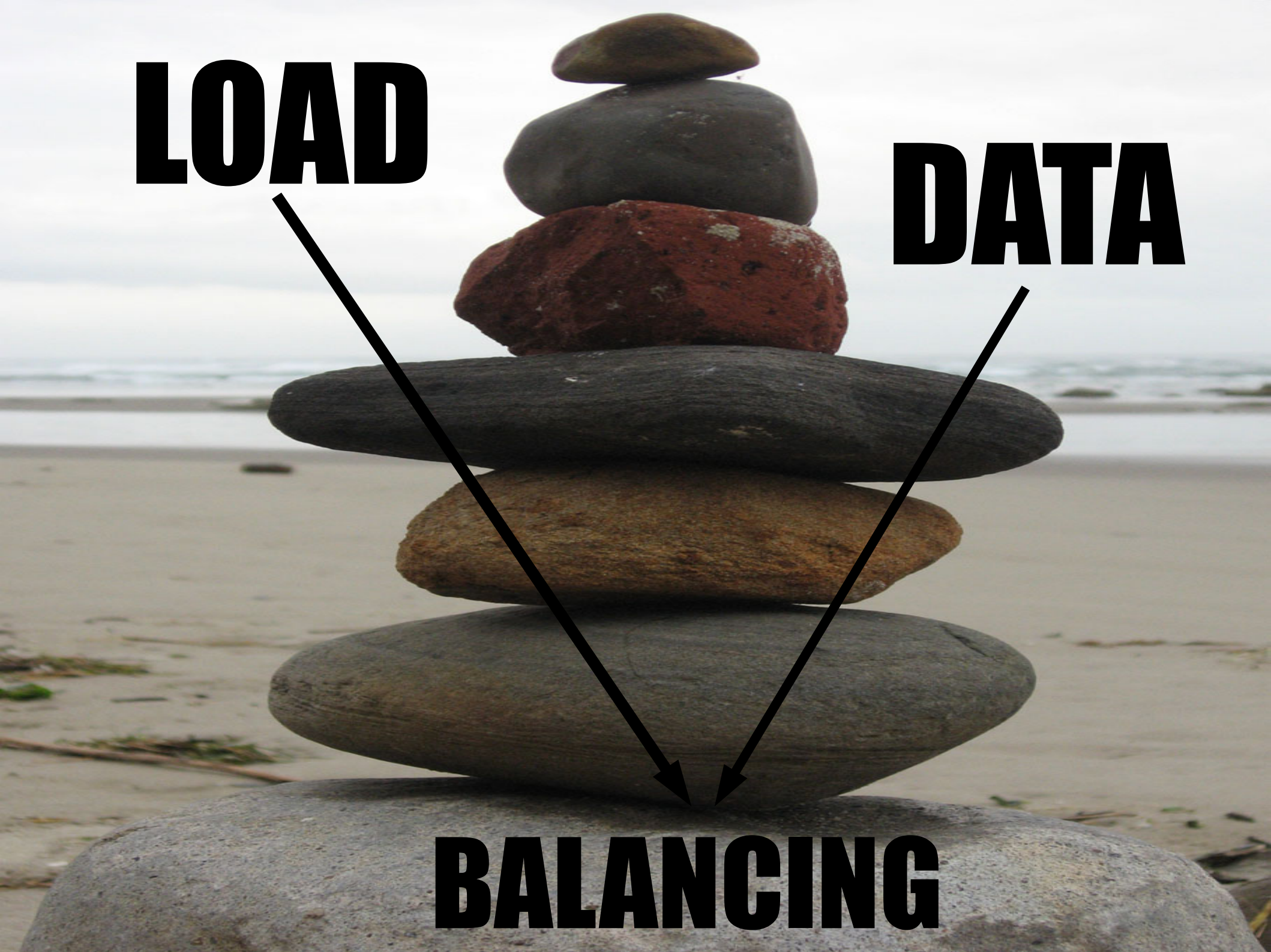
**The x % of the  
applications that  
you write**

**Every time you  
give your model  
directly to the UI..**

**LOAD**

**DATA**

**BALANCING**



**INTEGRITY ?**



**PART THREE**



**LET A  
THOUSAND  
SYSTEMS  
BLOOM**





**THERE IS**

**A**

**PROBLEM**

**2 SOLUTIONS  
POWERED BY  
SEAMLESS**

# **HEAD-FIRST ATTACK**



**DISTRIBUTION**

**AWARE**

**META-OBJECTS**

**MERCURY**

The background is a deep, dark blue gradient. It features several glowing, bright blue lines that form complex, overlapping orbital or elliptical paths. Scattered throughout the scene are numerous small, bright white and light blue dots, resembling stars or particles in space. The overall aesthetic is futuristic and high-tech.

**THE LAST PART**



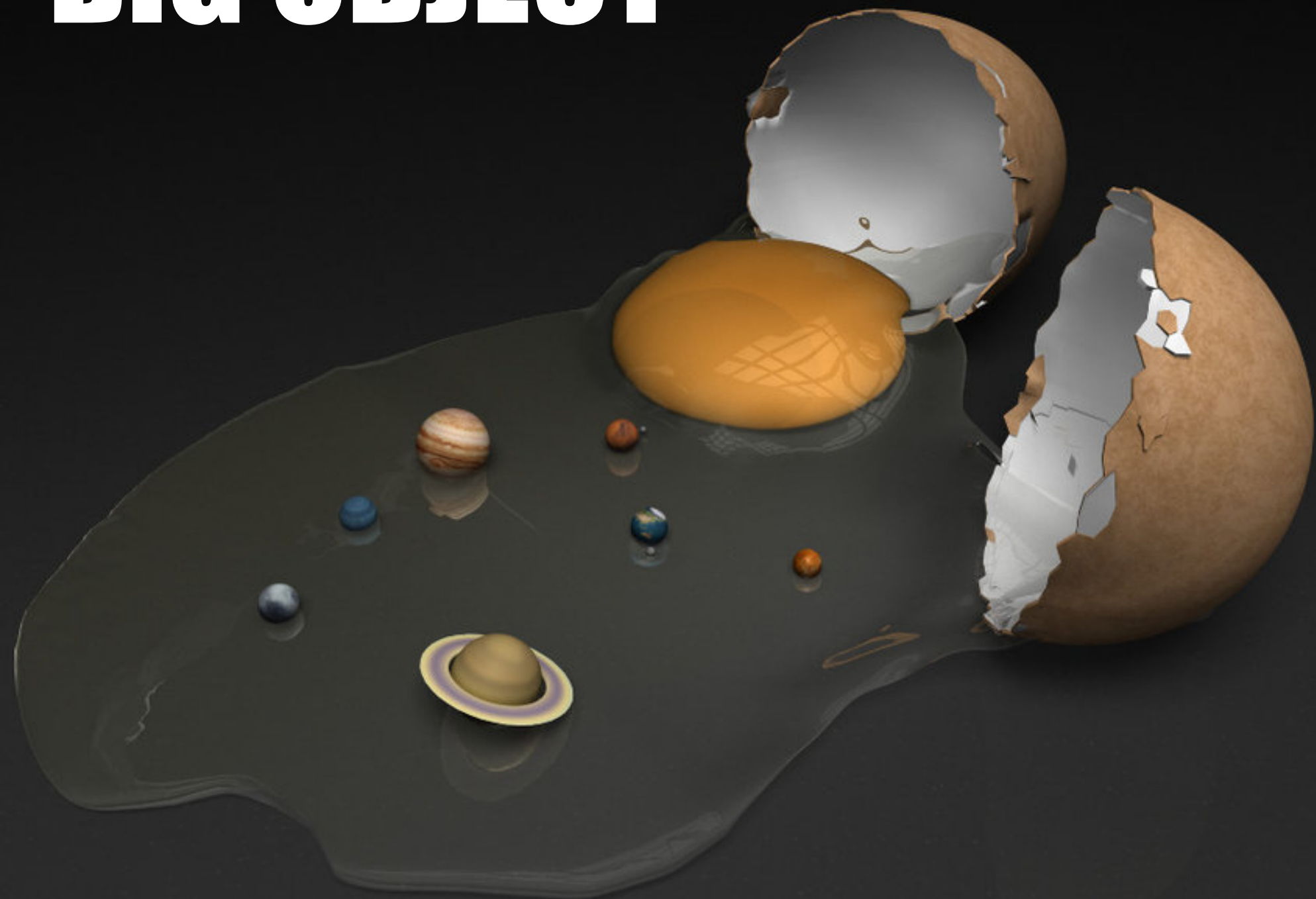
**SHAMELESS**



# QUANTUM OBJECTS

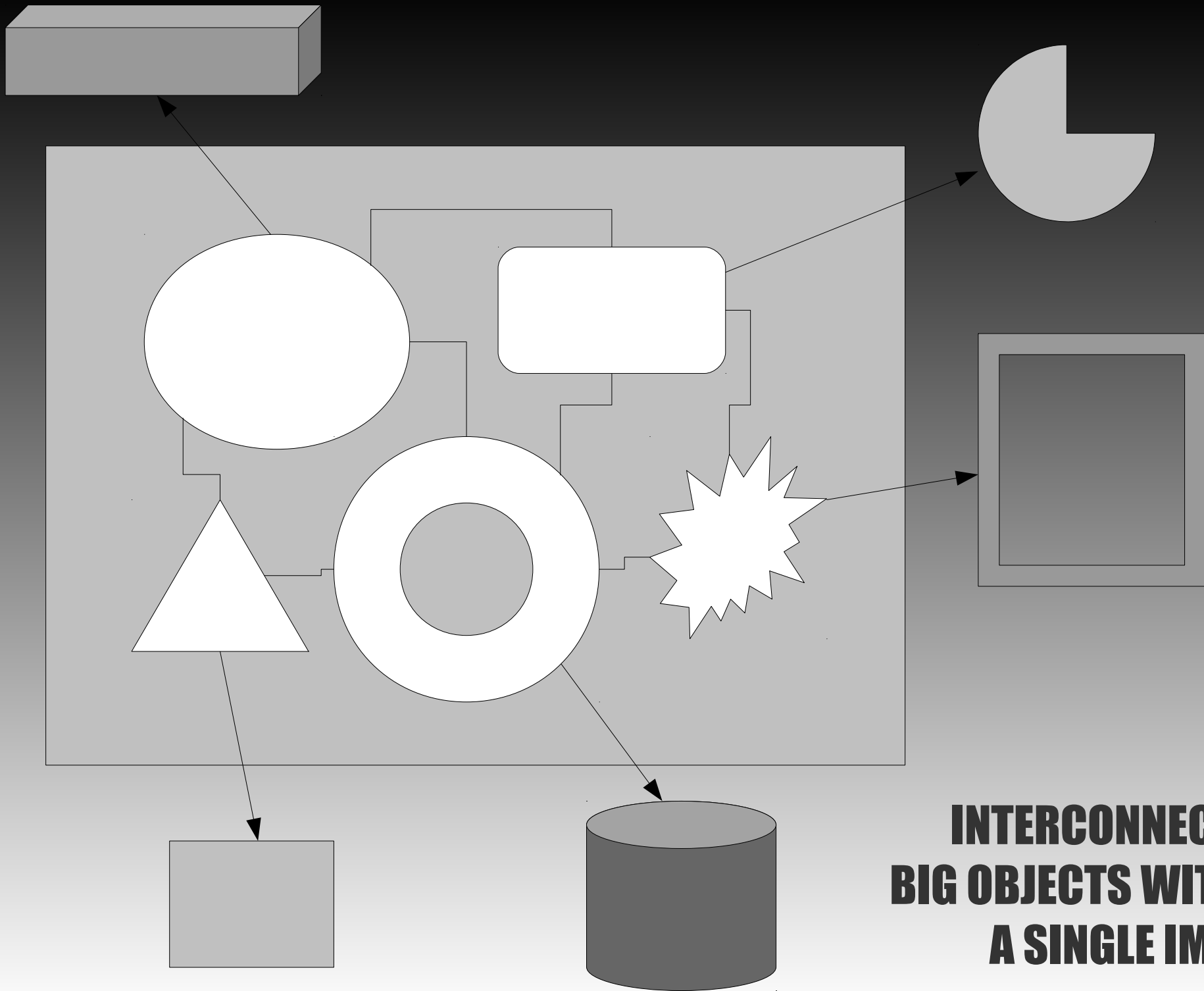


# BIG OBJECT



**“One of the mistakes  
that we made years ago  
is that we made  
objects too small ..”**

**Alan Kay – “Programming and Scaling”**



**INTERCONNECTED  
BIG OBJECTS WITHIN  
A SINGLE IMAGE**



# PART ONE

DEATH

TO

SOCKETS





**PART TWO**

**PROGRAM**

**LOCALLY**

**DEPLOY**

**GLOBALY**



**PART THREE**



**LET A  
THOUSAND  
SYSTEMS  
BLOOM**

The background is a deep, dark blue gradient. It features several glowing, bright blue lines that form complex, overlapping orbital or elliptical paths. Scattered throughout the scene are numerous small, bright white and light blue dots, resembling stars or distant galaxies. The overall aesthetic is futuristic and cosmic.

**THE LAST PART**

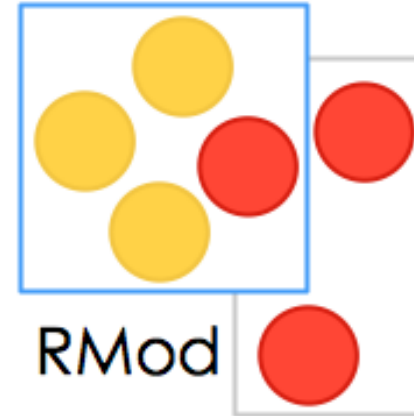
**Seamless is  
powered  
by Pharo**



**calm asBomb**



INSTITUT NATIONAL  
DE RECHERCHE  
EN INFORMATIQUE  
ET EN AUTOMATIQUE



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**There is More .. ???**

**#implementation**

**#futureWork**

**#questions**

**..blah, blah**

